

ABSTRACT

Gaming capabilities to users at wireless hotspots wherein users can save their gaming characters and transporting them for play and development in, e.g., future games at other hotspots independent of the original game in which the character was saved. A gaming server is provided at a WLAN, wherein the user logs onto the hotspot and accesses the gaming server to select and play a game, wherein the user is represented by a character in the game. At any desired point in the game, the user may save the character onto a transportable medium, e.g., a mobile device, floppy disk, CD, etc. The user may play a future game using the saved character at, e.g., different hotspots against different users